

Sorcerer of Siva

Table 1. Movement Commands

What You Enter	Meaning
#1 to 9	Move forward 1 to 9 feet
R	Turn right
L	Turn left
V	Turn around (<i>volte-face</i>)
↑ (or ^)	Go up stairs

Table 2. Major Spells

What You Enter	Meaning
T	Teleport to the next chamber or passage
B	Cast a bolt of lightning
J	Jump forward to the center (or edge) of the chamber or passage you're in
X	Reveal the distance to the nearest stairway up
F	Cast a fireball at a monster
H	Heal yourself
O	Open a door sealed by the sorcerer

Table 3. Special Commands

What You Enter	Meaning
A	Attack a monster with your dagger
Y	Drink a healing elixir
0	Rest (move 0 feet)
N	Energy spell (magically refresh yourself)
E	Examine the wall for a secret passage
S	Search the floor for a trapdoor
G	Get treasure
D (& one digit)	Drop treasure. Followed by message, DROP WHAT? Enter the number of the treasure you want to drop
I	Inventory (list treasures)
Space bar	Time out ("freezes" game indefinitely)
C	Continue playing (after "time out")
Q	Quit (cease playing)

SUMMARY OF PLAY

In **Sorcerer of Siva** you are a spell-wielding wizard, pursued by the dark minions of the sorcerer. To survive you must enter the abode of the sorcerer. With only your wits and magical arts as guides, you must find and fight your way from one vast chambered level to the next, always ascending, until you win through to the exit on the fifth level. The sorcerer will send his fierce and inhuman denizens after you and, worse, will cast forget spells so that you forget the magic that can save you.

Beyond this, you face another foe more implacable still: **time**. The far door, the only way out of the mines, opens and closes with the rise and fall of the sun. In only four hours, the sun will set, and the great door will close until the coming day -- and nothing human can survive a night in the Mines of Siva.

Warning! Choose your Skill Level and Speed Factor well. When you play at Skill Level 1, you start in the same passage and with all seven major spells. But higher numbers offer progressively more monstrous opposition, varying starting positions, and decreased numbers of major spells known (on Skill Level 8, you begin with *no major spells*). Speed factor determines response time. Set at 10, it makes you act 10 times as quickly as on Speed Factor 1.

As you travel through the mines, you must also pay attention to your vital signs. You need physical energy for moving and fighting, but especially to strengthen your magical aura. Physical energy can be regained by resting (typing zero for no movement) or casting an energy spell. Aura, a measure of the mental energy needed to cast spells, is represented by colors ranging from blue (the best) down through the spectrum to red and then black (the worst). Abstaining from spell casting will strengthen your aura, but it is also dependent on your physical energy. Note, too, your health. Being bitten or clawed when you are already wounded or, worse, critical could terminate your quest and you! There is a healing spell and elixir (one of the treasures in the mines) which help in recovering health.

Yes, the challenge is great and the odds grim. Still, your will is strong and your powers substantial. Along with its fearsome inhabitants, there is also that which may be used to advantage: the legendary touchstones, which can restore knowledge of spells stolen by the sorcerer, and other magical artifacts whose arcane workings may do you good as well as harm. If luck and skill are yours, you may survive monstrous attacks, slay the sorcerer, and win your way to freedom!

Enter at your peril, *but enter!*

